Translated by Sonickrazy
Cleaned by Crump Biggums
Typeset by Tambur

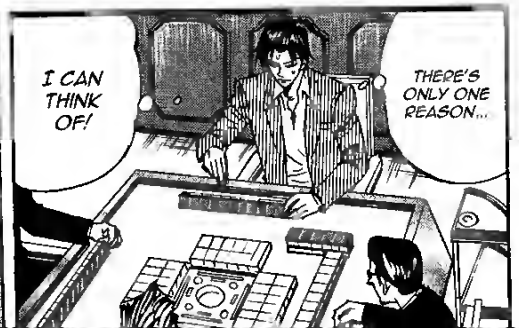
CHAPTER 13:
第13話
キズ
TELL

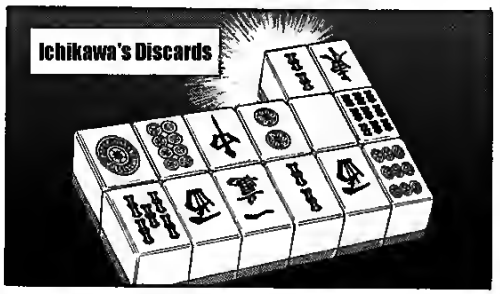
ざわ…
ざわ…
……
CHAPTER 13: TELL
第13話
キズっ…
Hiroyuki's Hand

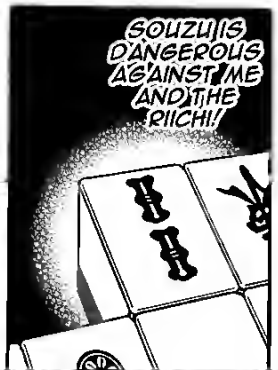
PLAY THAT DANGEROUS 2-SOU TILE ..?!
WHY DID ICHIKAWA, THE MAN WITH AN IRON DEFENSE

SO WHY DID HE PLAY IT?
HE WOULDN'T PLAY THAT IF HE WAS JUST 1-SHAN-TEN!

ICHIKAWA'S HAND...
I DON'T KNOW HOW HE DID IT, BUT...


I CAN THINK OF!
THERE'S ONLY ONE REASON...

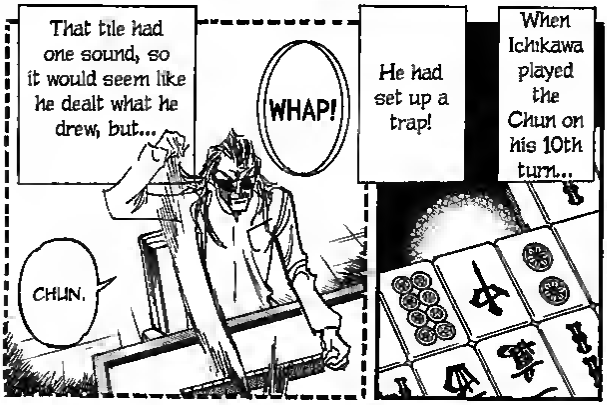

Ichikawa's Discards


SOUZU IS DANGEROUS AGAINST ME AND THE RIICHI!

THAT 2-SOU!

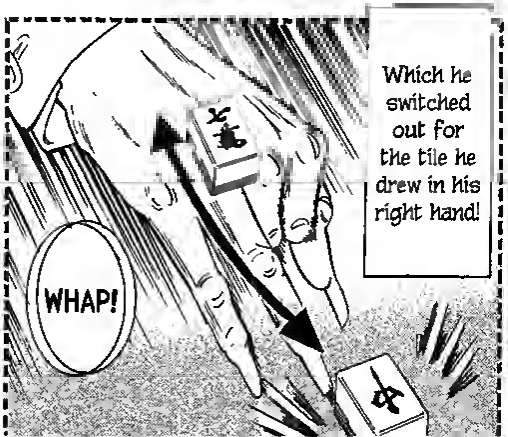
SASAKI, THE GUY IN RIICHI, JUST PLAYED THAT 7-MAN. IT'S TOTALLY SAFE!
WHAT'S THE MATTER ..?

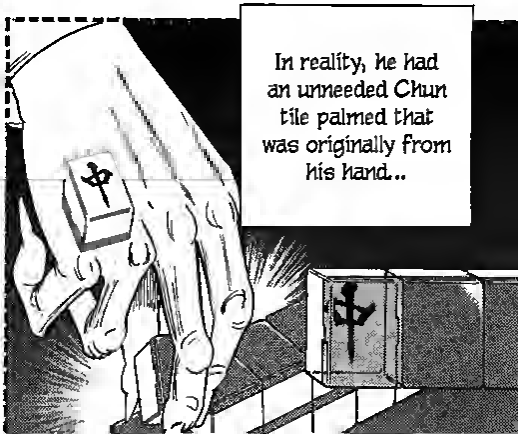
IS ALREADY IN TENPAI!!
Ichikawa's Hand


That tile had one sound, so it would seem like he dealt what he drew, but...
WHAP!
CHUN.

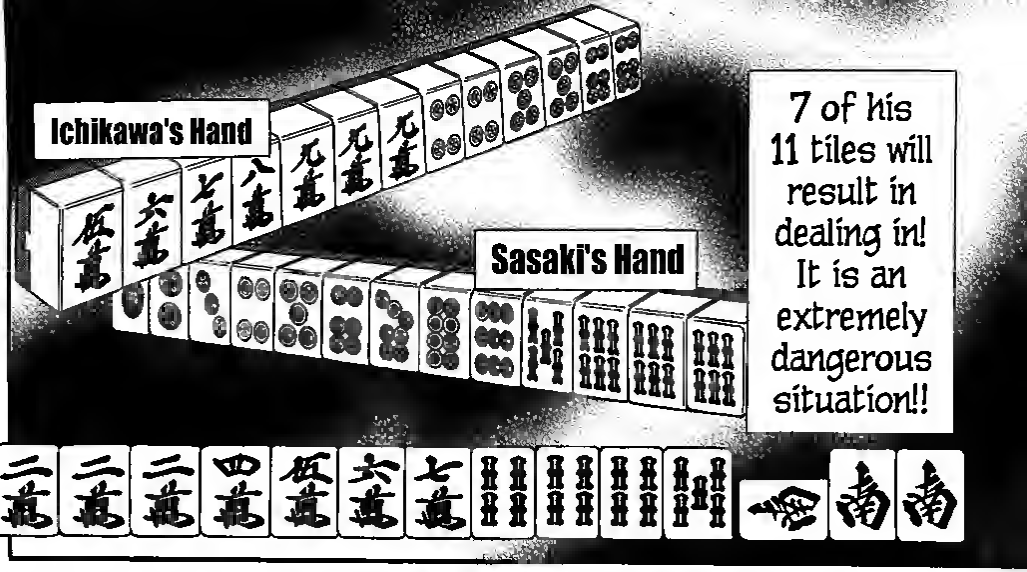
He had set up a trap!
When Ichikawa played the Chun on his 10th turn...

Just as Hiroyuki had surmised...
Yes!

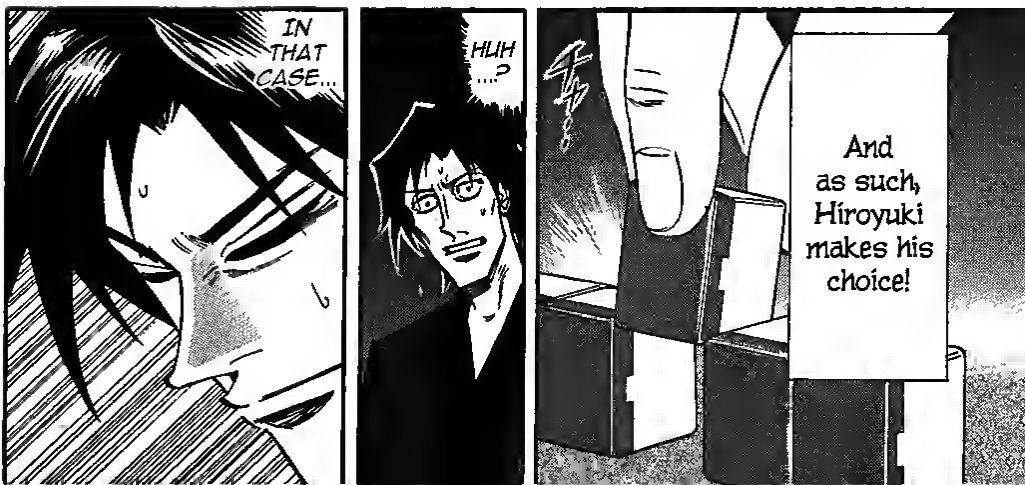

WHAP!
Which he switched out for the tile he drew in his right hand!


In reality, he had an unneeded Chun tile palmed that was originally from his hand...

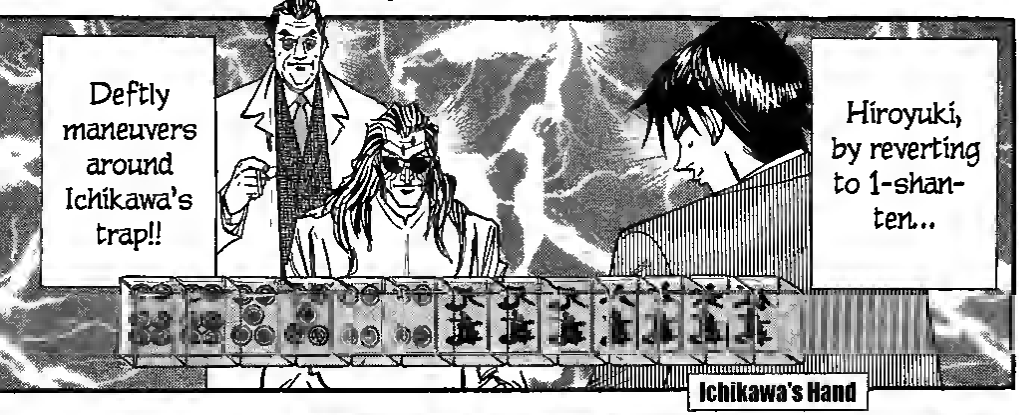
A sneak attack!
It was a feint!
That made a tile from within his hand appear as a tile he had just drawn!
AN INGENIOUS SLEIGHT OF HAND...
CHK
TWO BACK-TO-BACK FEINTS!
IT'S JUST LIKE THAT KARA GIRI LAST HAND...
AND ANY OF HIS SOUZU TILES WILL DEAL INTO THE RIICHI!
THE OTHER MANZU TILES WILL BE TOUGH TO PLAY AGAINST ICHIKAWA...
WHAT'S HE GONNA DO, THEN?
Sasaki's Hand
HE PUT THE 7-MAN BACK...?
HUH?
IT'LL ALL END HERE!!
IF HE DEALS IN, IT'S OVER!
HE'S ONLY GOT 6700 POINTS LEFT
Hiroyuki's Hand

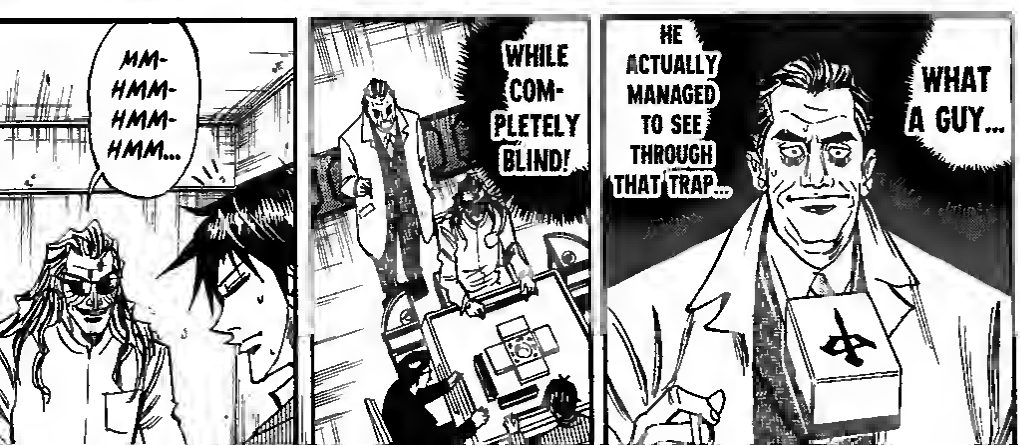

Ichikawa's Hand
Sasaki's Hand
7 of his 11 tiles will result in dealing in! It is an extremely dangerous situation!!

Bust out, and end the game!!
And if he does deal in, then he shall certainly...

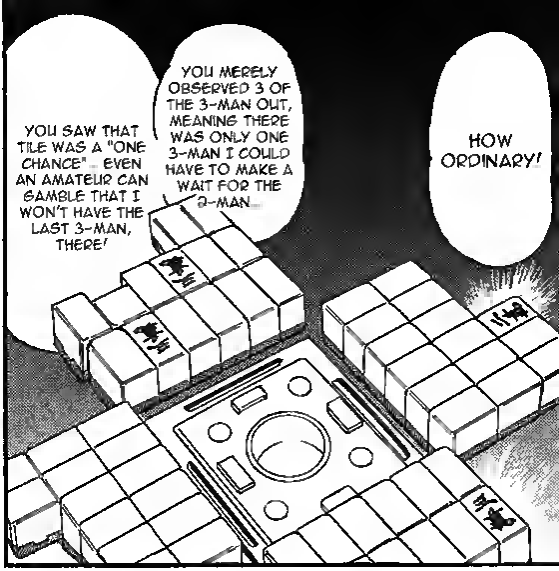

IN THAT CASE...
HUH ....?
And as such, Hiroyuki makes his choice!

THIS HAS TO BE IT!


Deftly maneuvers around Ichikawa's trap!!
Hiroyuki, by reverting to 1-shan-ten...
Ichikawa's Hand


MM-HMM-HMM-HMM...
WHILE COM-PLETELY BLIND!
HE ACTUALLY MANAGED TO SEE THROUGH THAT TRAP...
WHAT A GUY...

.....
...NO.


HOW ORDINARY!
YOU MERELY OBSERVED 3 OF THE 3-MAN OUT, MEANING THERE WAS ONLY ONE 3-MAN I COULD HAVE TO MAKE A WAIT FOR THE 2-MAN...
YOU SAW THAT TILE WAS A "ONE CHANCE" - EVEN AN AMATEUR CAN GAMBLE THAT I WON'T HAVE THE LAST 3-MAN, THERE!

THIS TILE WASN'T A "ONE CHANCE".
WHAT?

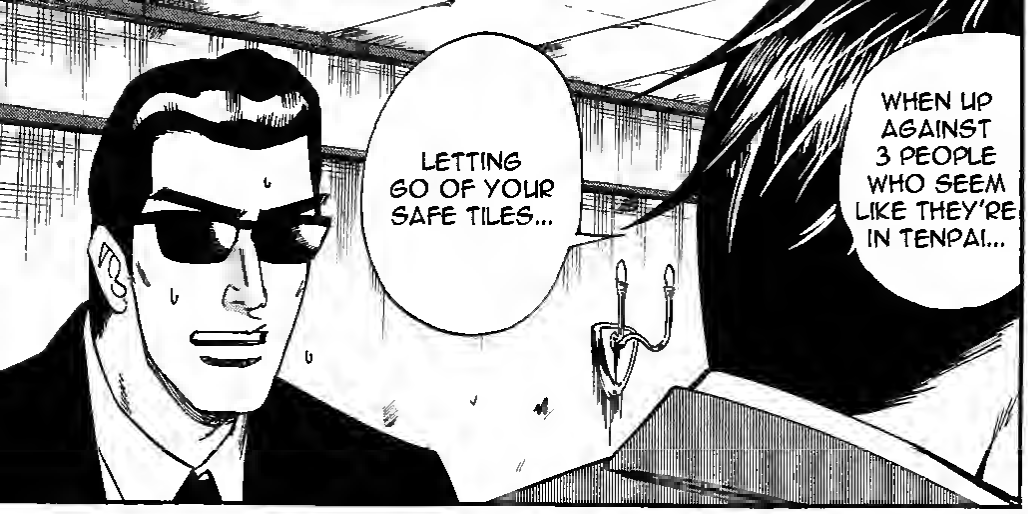
IT WAS A "NO CHANCE". ALL 4 TILES WERE OUT!
I DEALT IT WITH TOTAL CONFIDENCE!

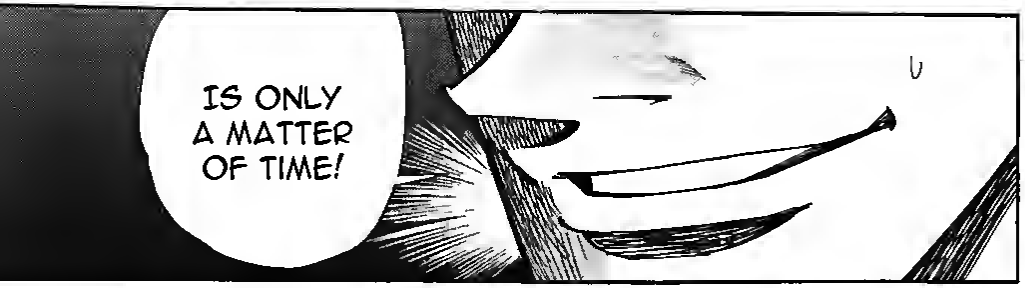
IS HE SAYING HE KNOWS WHERE THE LAST 3-MAN IS...?!
ALL 4 TILES...?!
HE'S TELLING ME THIS, HIMSELF...?!
ざわ..
……
ざわ..
ざわ..
BEFORE LONG.
YOU'LL SEE WHAT I MEAN...
THERE'S NOTHING ELSE I CAN PLAY BUT THIS..!
Itou, who had been backed into a corner...
CHK
……
Two turns later...
チッ

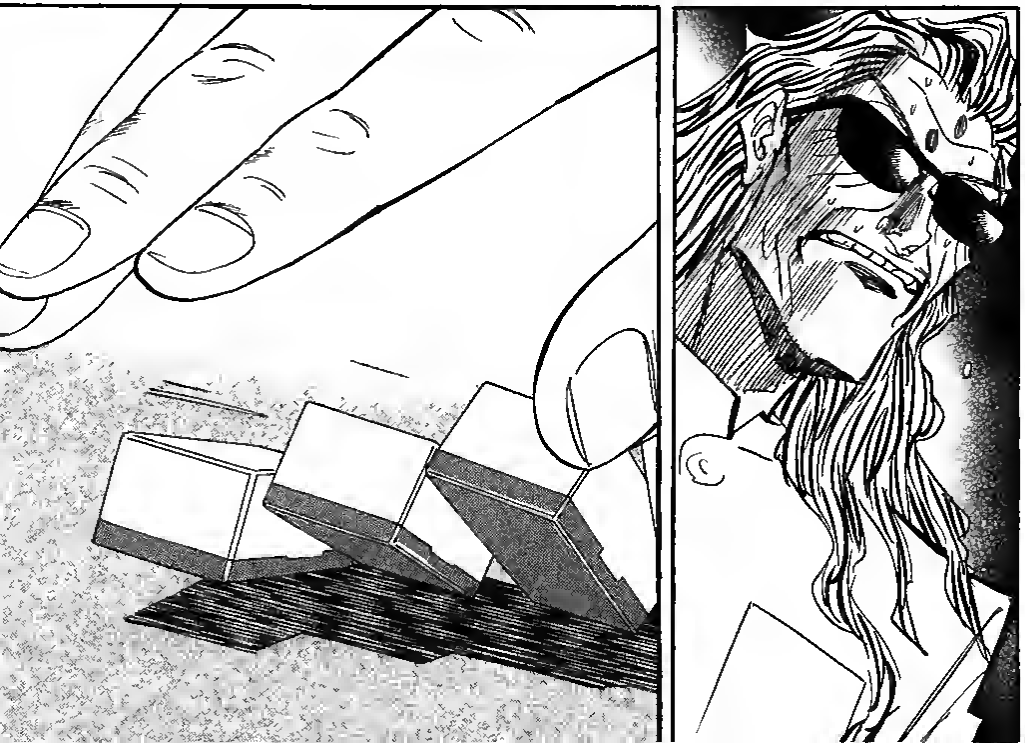
3-MAN!
FINALLY LETS IT GO!

THE 4TH 3-MAN
THERE IT IS!

THAT'S RIGHT.
.....


LETTING GO OF YOUR SAFE TILES...
WHEN UP AGAINST 3 PEOPLE WHO SEEM LIKE THEY'RE IN TENPAI...


IS ONLY A MATTER OF TIME!



RON!
2000 POINTS.
Point Totals at the End of the South 3rd Round:
Hiroyuki: 9700
Ichikawa: 58500
HE ACTUALLY MANAGED TO WIN ON IT!!
HE WASN'T JUST RIGHT ABOUT WHERE THE LAST 3-MAN WAS...
NOW THIS...
IS A SURPRISE.
ガシャ
ざわ・
ざわ・
ざわ・
HOW DID YOU KNOW...?
HOW COULD YOU TELL ITOU HAD THE LAST 3-MAN...?!
IT'S NOTHING COMPLI-CATED.

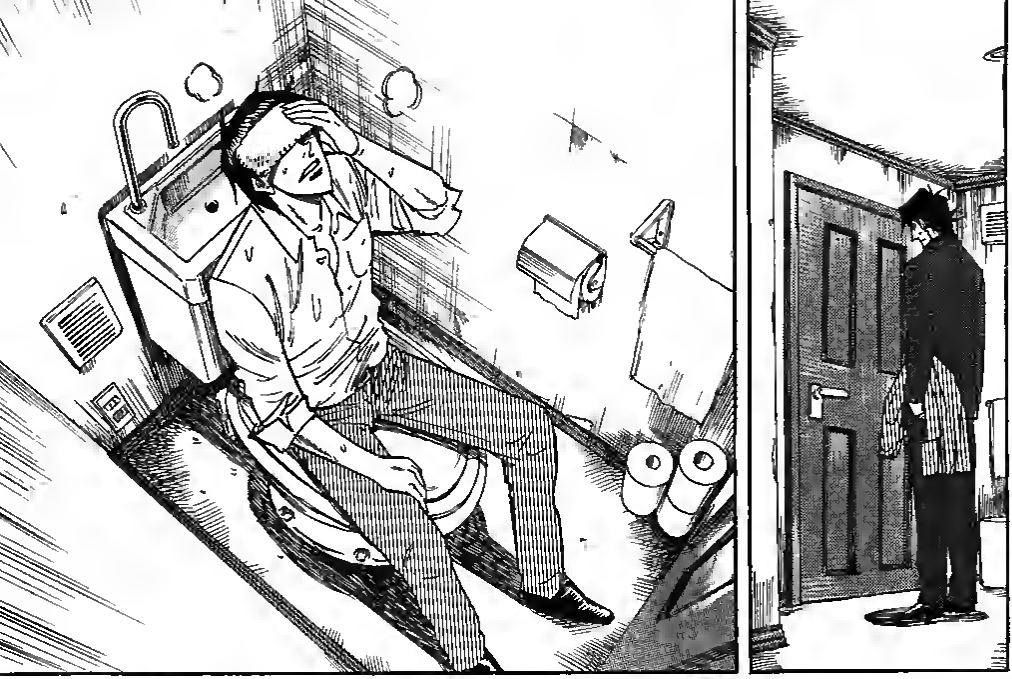
THE 3-MAN THAT ITOU-SAN PLAYED ON HIS 12TH TURN...
WAS A KARA GIRI!
ガタ
YOU'RE SAYING YOU CAN TELL?!
PREPOS-TEROUS!!

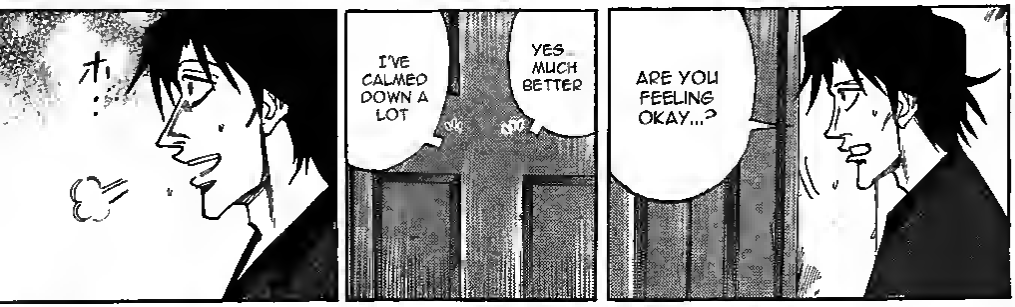
YOU CAN TELL WHEN SOMEONE MAKES A KARA GIRI?!
FROM THE SOUNDS ALONE...
CHEAP LITTLE TRICKS LIKE THAT...
WON'T WORK ON ME ANY MORE!

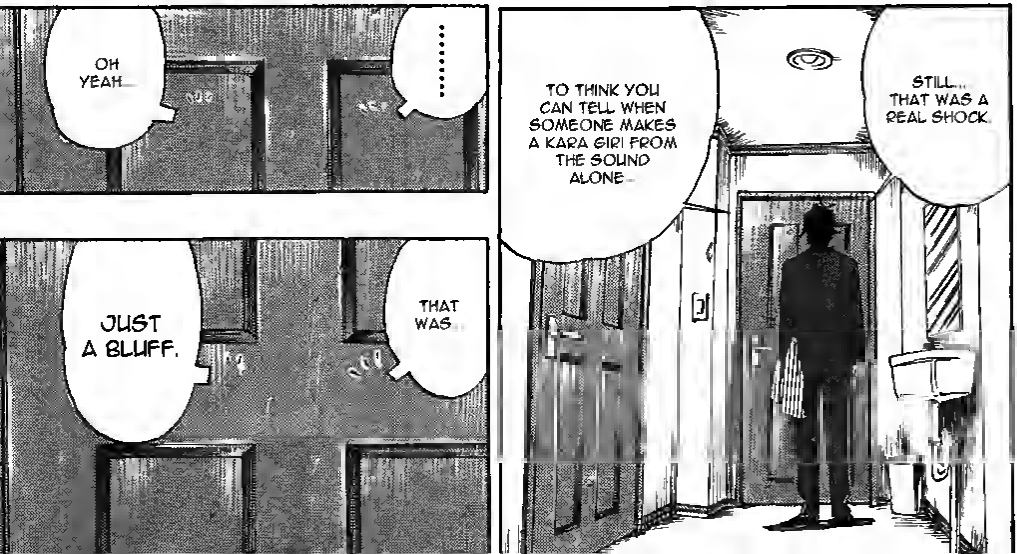
I'LL GET EVERYONE SOME FOOD.
.....
OK-AY!
IT'S BEEN AN HOUR
WHY DON'T WE TAKE 10
.....
NOW, THEN
.....
HELP ME UP...?
CAN YOU...
HMM?
KISHIBE-SAN..
DAMMIT.. AND WE JUST PICKED UP SOME MOMENTUM, TOO!
HMPH!
PLEASE...
A... ARE YOU OKAY?!

SINCE HE'S BLIND, HE'S PLAYING WITH HIS MEMORY ALONE, RIGHT NOW!
I GUESS IT'S TO BE EXPECTED...
EVEN HIS SUIT HAS GOTTEN SWEATY, NOW...
HE'S TAKING IT ALL ON, BY HIMSELF...
TO FIND TEN-SAN... AND TO SAVE SAWADA-SAN...

FROM JUST THE SOUNDS, ALONE?
HE CAN TELL A KARA GIRI
THAT BRAT...
バタン
AND PLAYED AROUND IT!
HE TOLD US RIGHT WHERE THE LAST 3-MAN WAS.
BUT STILL...
I CAN'T BELIEVE IT!




I'VE CALMED DOWN A LOT
YES... MUCH BETTER
ARE YOU FEELING OKAY...?

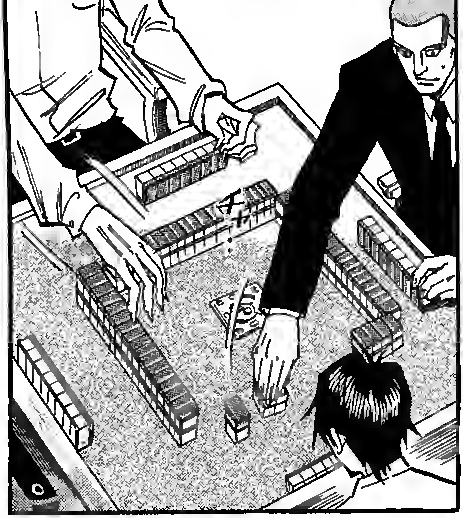

.....
OH YEAH...
TO THINK YOU CAN TELL WHEN SOMEONE MAKES A KARA GIRI FROM THE SOUND ALONE...
STILL... THAT WAS A REAL SHOCK.
THAT WAS...
JUST A BLUFF.

A... A BLUFF?!?!
A...?!
SHHHH!
ガチャ
B... BUT, I MEAN...
YOU WERE ABLE TO TELL JUST NOW, WEREN'T YOU?!
THAT WAS ONLY THANKS TO ITOU-SAN.
HE HAS A CERTAIN "TELL" WHEN HE ANNOUNCES HIS TILES.
……
ハァ…
ハァ…

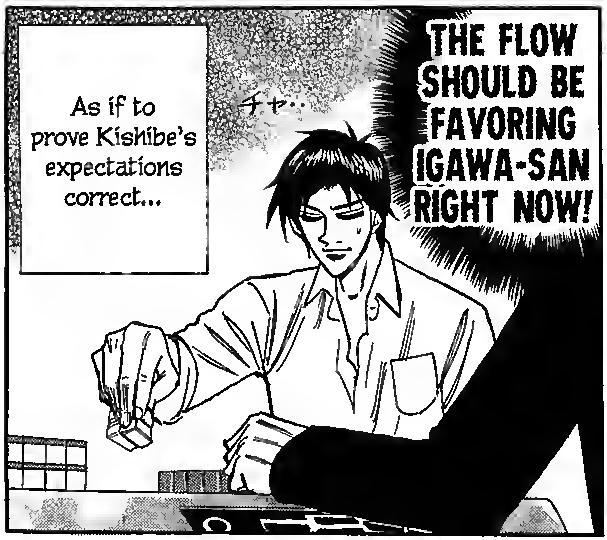
A TELL?
NORMALLY, HE'LL SAY HIS TILE AFTER HE'S DISCARDED, BUT...
IT'S ONLY FOR KARA GIRIS...
THAT HE SAYS HIS TILE BEFORE HE DISCARDS!
4-SOU.
WHAP!
CHK
THUNK...
WHAP!
CHK
1-PIN.
THUNK...
HE ANNOUNCED HIS 1-PIN BEFORE HE DISCARDED, AND THERE WAS ANOTHER IN HIS HAND.
THAT MEANT IT WAS A KARA GIRI. THAT CONFIRMED IT FOR ME!
.....
LAST ROUND, WHEN ITOU-SAN WON THE HAND.
THE SAME THING HAPPENED...

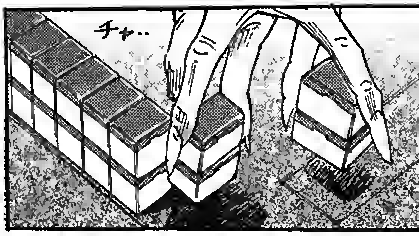
ICHIKAWA DOESN'T HAVE THAT TELL.
OF COURSE...
JUST TO CONFIRM ITOU'S TELL...?!
THEN HE DEALT IN ON PURPOSE...?
THEN WHY'D YOU HAVE TO BLUFF...?!
ICHIKAWA WILL PROBABLY STOP DOING THEM AT ALL, RIGHT?
IF I MAKE HIM THINK I CAN TELL A KARA GIRI APART FROM A NORMAL HAND-CHANGE...
!!

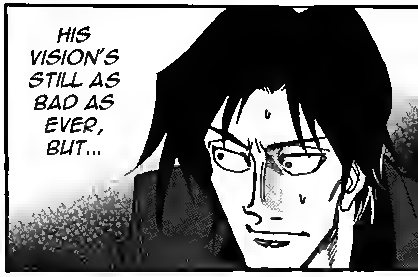
It is the South 4th Round, and Hiroyuki is the dealer.
PLEASE TAKE YOUR SEATS. WE'LL BE CONTINUING THE GAME NOW.
The game resumes.
チ...
THE ROLL IS 5.
カラララ...
I'LL CLEAN IT UP!
IT'S OKAY!
AH...

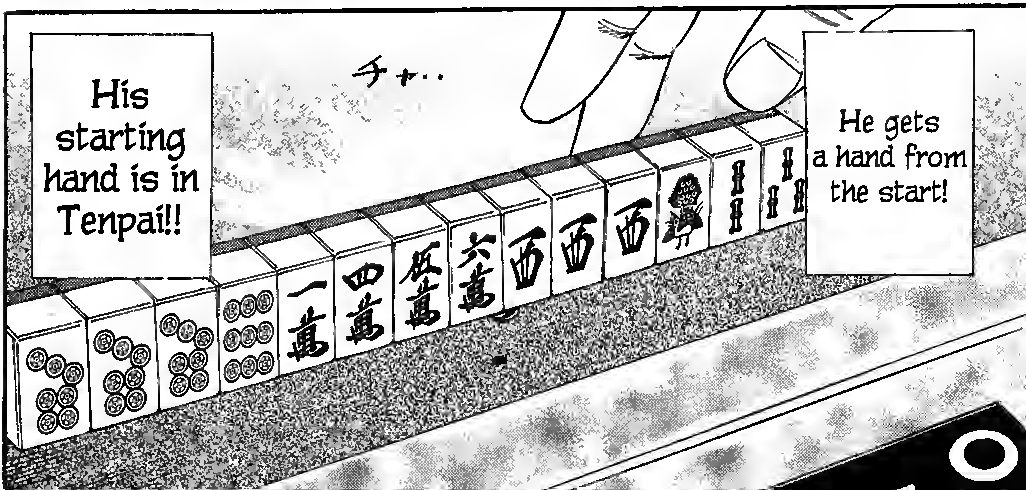


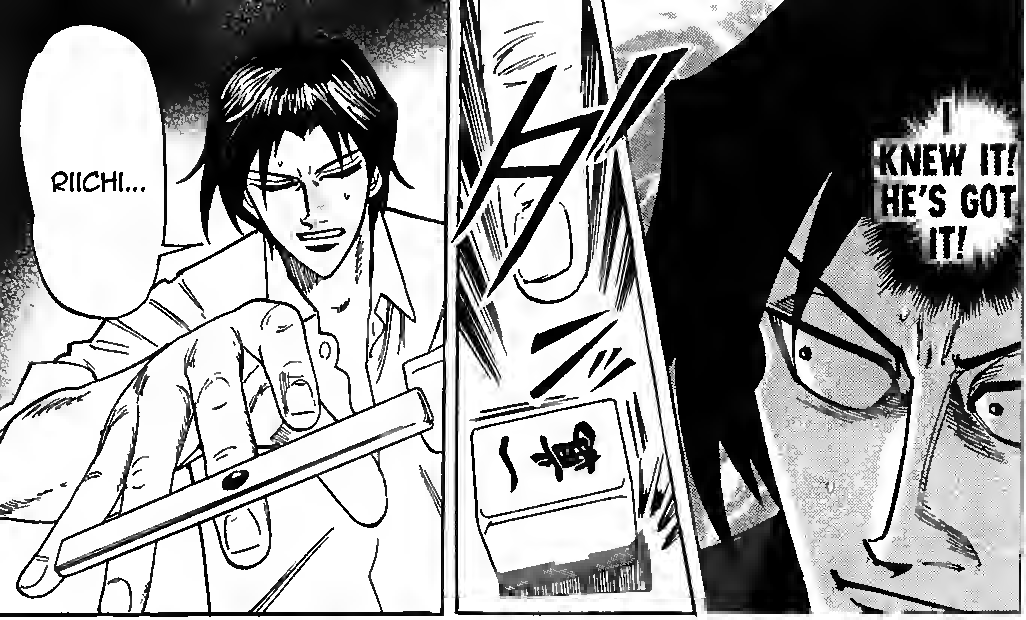
S... SORRY...

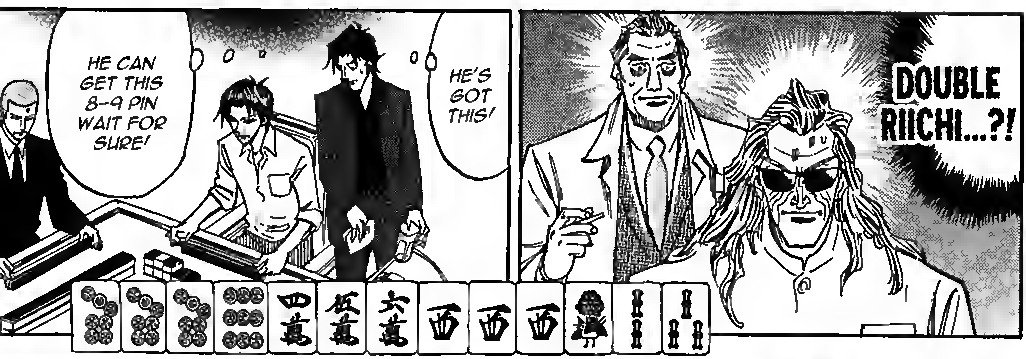

As if to prove Kishibe's expectations correct...
チャ..
THE FLOW SHOULD BE FAVORING IGAWA-SAN RIGHT NOW!


チャ..

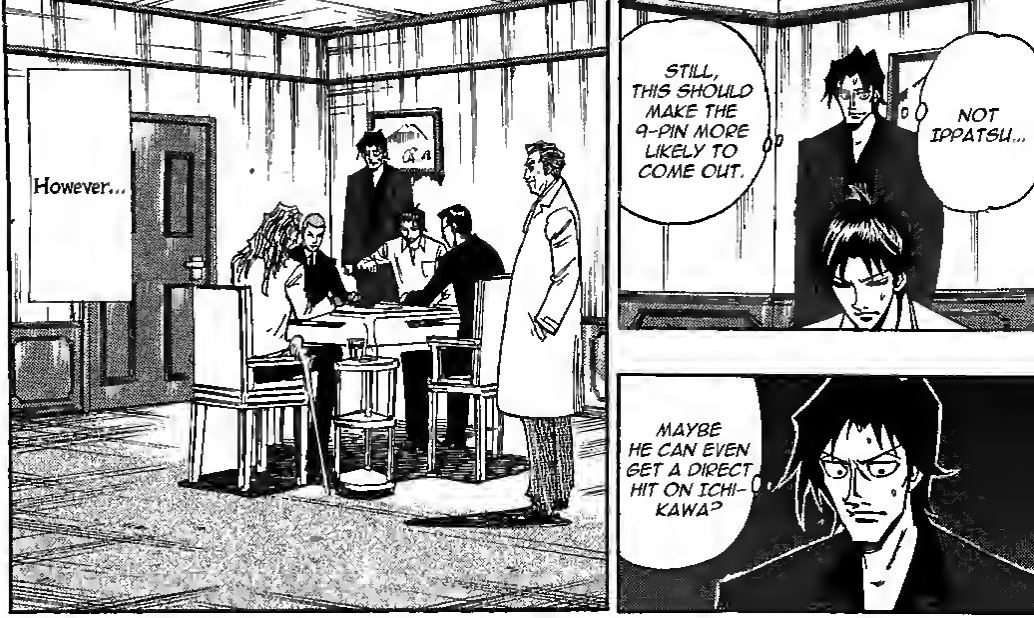

HIS VISION'S STILL AS BAD AS EVER, BUT...

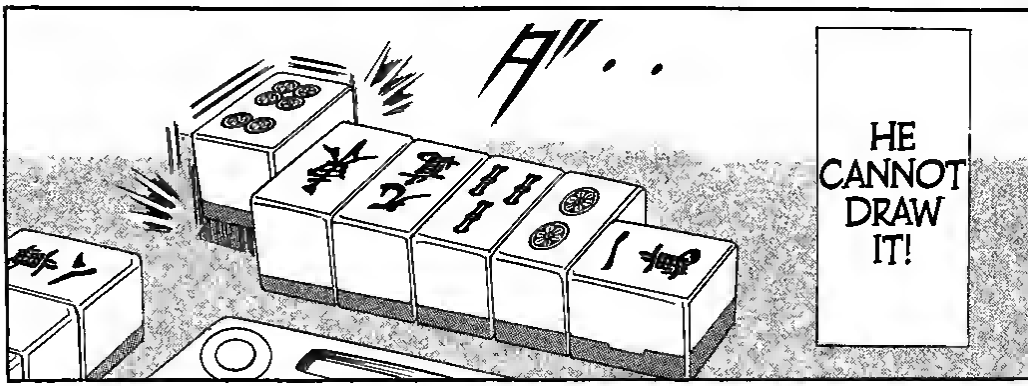

His starting hand is in Tenpai!!
チャ..
He gets a hand from the start!

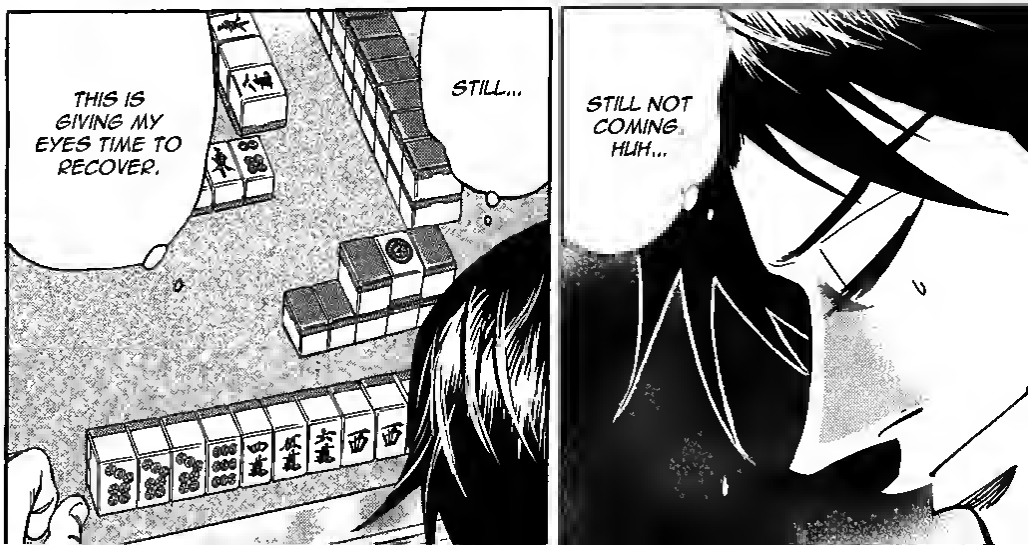

RIICHI...
I KNEW IT! HE'S GOT IT!

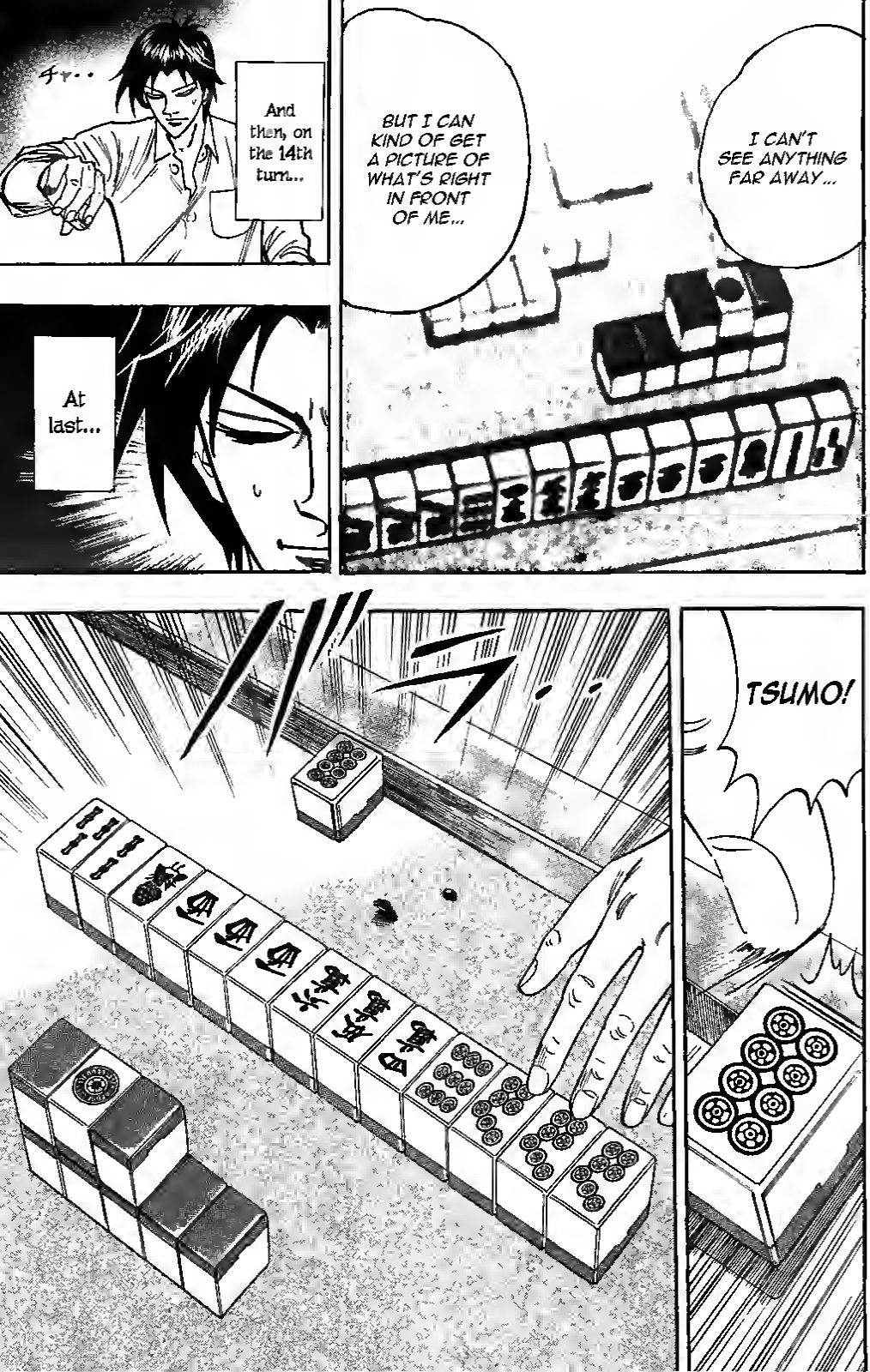

HE CAN GET THIS 8-9 PIN WAIT FOR SURE!
HE'S GOT THIS!
DOUBLE RIICHI...?!

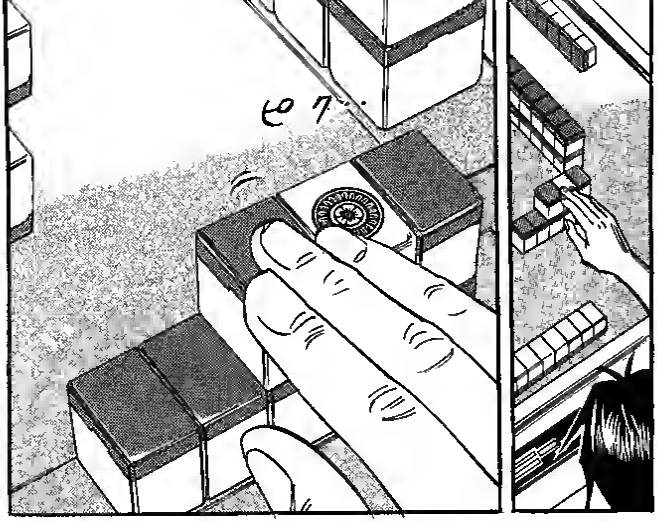
But... It was no good!!
THE FLOW'S CLEARLY SWINGING HIS WAY!
C'MON, IPPATSU!!


However...
NOT IPPATSU...
STILL, THIS SHOULD MAKE THE 9-PIN MORE LIKELY TO COME OUT.
MAYBE HE CAN EVEN GET A DIRECT HIT ON ICHI-KAWA?

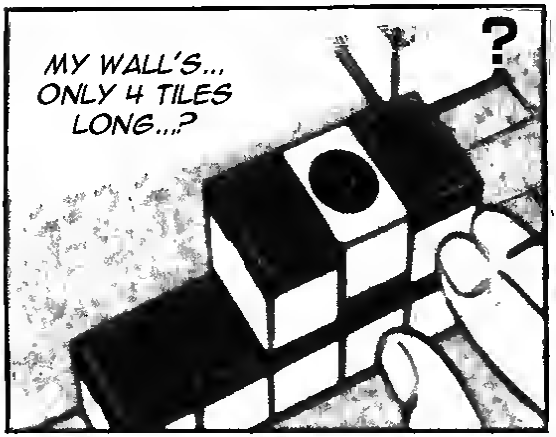

HE CANNOT DRAW IT!

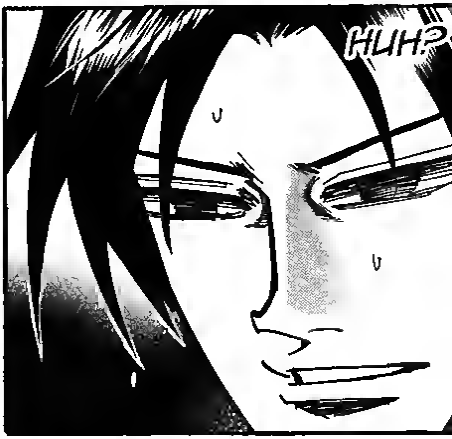

THIS IS GIVING MY EYES TIME TO RECOVER.
STILL...
STILL NOT COMING. HUH...


And then, on the 14th turn...
I CAN'T SEE ANYTHING FAR AWAY...
BUT I CAN KIND OF GET A PICTURE OF WHAT'S RIGHT IN FRONT OF ME...
At last...
TSUMO!

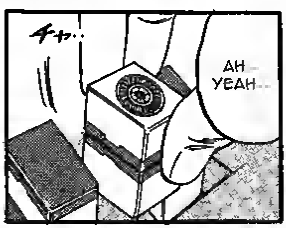

ヒク…

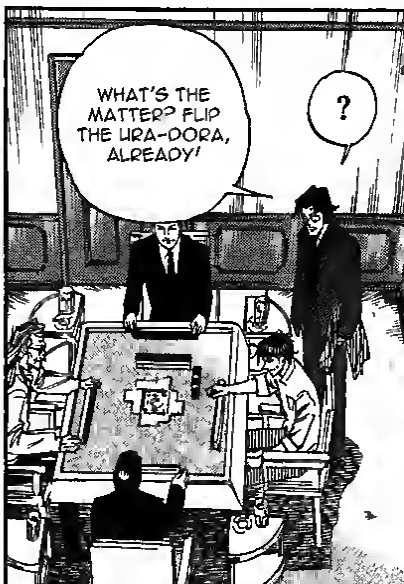
IF HE GETS URA-DORA NOW...!
ALL RIGHT!!


MY WALL'S... ONLY 4 TILES LONG...?
?


HUH?

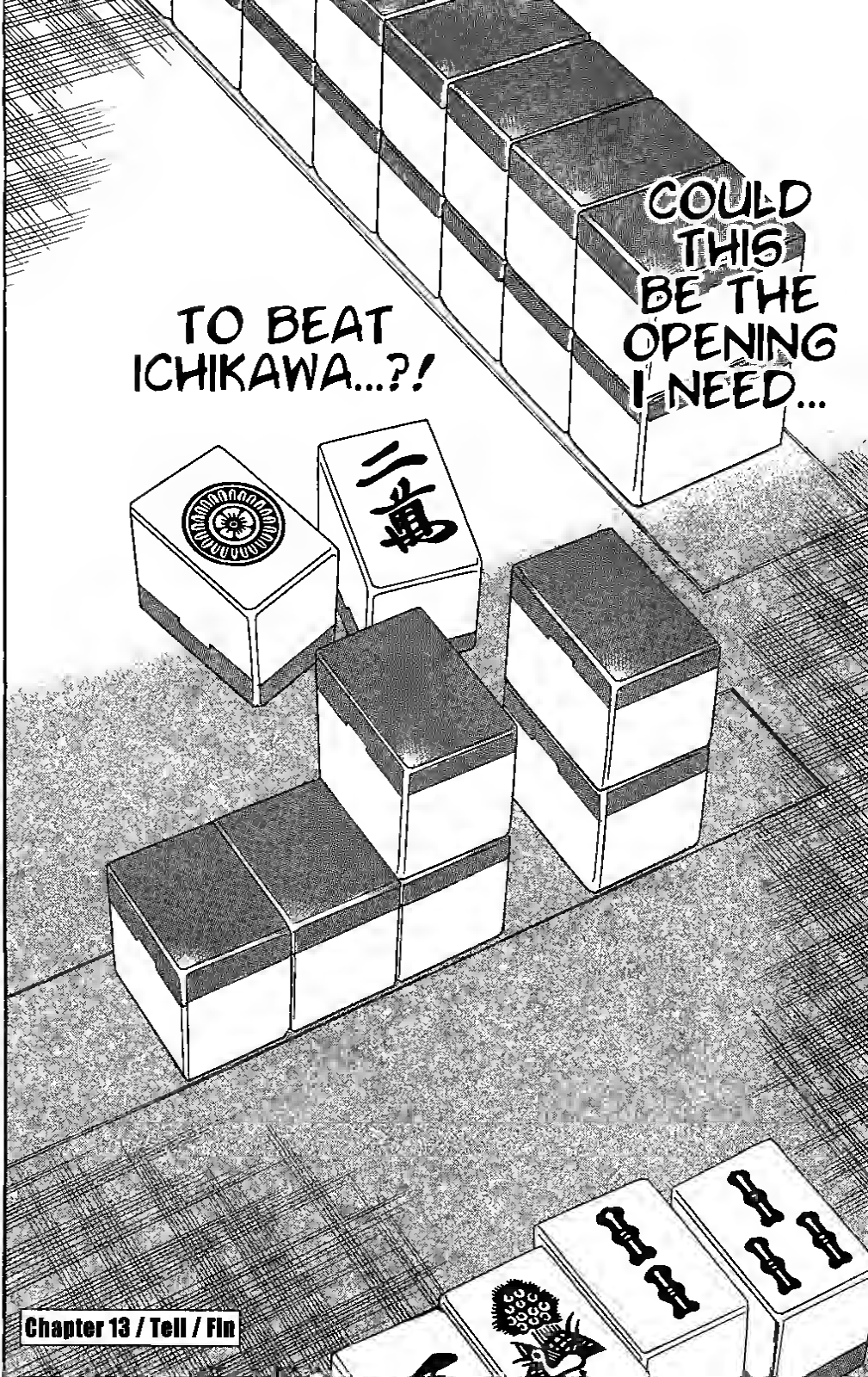
ゴロ..


ガッ..
AH YEAH...


WHAT'S THE MATTER? FLIP THE URA-DORA, ALREADY!
?

IT'S 2600 ALL.
AHH...!
THE URA-DORA IS 3-MAN YOU DIDN'T GET ANY!

I GET IT... BACK THEN...
I STARTED DRAWING MY STARTING HAND IN THE WRONG PLACE...
IT SHOULD'VE BEEN 5, BUT I BROKE THE WALL AT 4!
JUST AN INNOCENT MISTAKE
But, at this moment...
Hiroyuki realizes something!
!?
HUH...?
IT COULDN'T BE...!!
THAT SHOULDN'T BE POSSIBLE...
BUT STILL...


COULD THIS BE THE OPENING I NEED...
TO BEAT ICHIKAWA...?!
二萬